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IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

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IEEE STD IEEE Standard

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 Santos, L.; Costa, P.; Simoes, P.;  
[Telecommunications Symposium, 1998. ITS '98 Proceedings, SBT/IEEE International](#)  
 Volume 2, 9-13 Aug. 1998 Page(s):480 - 485 vol.2  
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 Acharya, S.; Gupta, B.; Risbood, P.; Srivastava, A.;  
[INFOCOM 2004. Twenty-third Annual Joint Conference of the IEEE Computer and Communication](#)  
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### 1 [An architecture for mobile radio networks with dynamically changing topology using virtual subnets](#)

Jacob Sharony

 August 1996 **Mobile Networks and Applications**, Volume 1 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(375.17 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

An architecture adaptable to dynamic topology changes in multi-hop mobile radio networks is described. The architecture partitions a mobile network into logically independent subnetworks. Network nodes are members of physical and virtual subnets and may change their affiliation with these subnets due to their mobility. Each node is allocated an address based on its current subnet affiliation. We observe—especially in large networks with random topology—that partitioning of the ...

### 2 [Virtual memory and backing storage management in multiprocessor operating systems using object-oriented design techniques](#)

V. F. Russo, R. H. Campbell

 September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '89**, Volume 24 Issue 10

Publisher: ACM Press

Full text available: pdf(1.19 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

The Choices operating system architecture [3, 4, 15] uses class hierarchies and object-oriented programming to facilitate the construction of customized operating systems for shared memory and networked multiprocessors. The software is being used in the Tapestry Parallel Computing Laboratory at the University of Illinois to study the performance of algorithms, mechanisms, and policies for parallel systems. This paper describes the architectural design and class hierarchy of ...

### 3 [VM/4: ACOS-4 virtual machine architecture](#)

S. Nanba, N. Ohno, H. Kubo, H. Morisue, T. Ohshima, H. Yamagishi

 June 1985 **ACM SIGARCH Computer Architecture News , Proceedings of the 12th annual international symposium on Computer architecture ISCA '85**, Volume 13 Issue 3

Publisher: IEEE Computer Society Press, ACM Press

Full text available:  pdf(767.68 KB) Additional Information: [full citation](#), [index terms](#)

#### 4 Considerations for new tactical computer systems



Jon C. Strauss, Kenneth J. Thurber

March 1977 **ACM SIGARCH Computer Architecture News , Proceedings of the 4th annual symposium on Computer architecture ISCA '77**, Volume 5 Issue 7

**Publisher:** ACM Press

Full text available:  pdf(513.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The real-time command and control environments characteristic of tactical military systems and industrial process control systems place unique and conflicting design requirements on a support computer system. These requirements include fast context switching, selective protection of programs and their files, controlled sharing of program and files, high processing speed, flexible, yet fast priority structure for interrupts and program execution, flexible high-speed I/O and flexible intercom ...

#### 5 ARPS: a new real-time computer



Kenneth J. Thurber

October 1976 **ACM SIGARCH Computer Architecture News**, Volume 5 Issue 4

**Publisher:** ACM Press

Full text available:  pdf(1.14 MB) Additional Information: [full citation](#), [references](#), [citations](#)

#### 6 Modifying VM hardware to reduce address pin requirements



Matthew Farrens, Arvin Park, Gary Tyson

December 1992 **ACM SIGMICRO Newsletter , Proceedings of the 25th annual international symposium on Microarchitecture MICRO 25**, Volume 23 Issue 1-2

**Publisher:** IEEE Computer Society Press, ACM Press

Full text available:  pdf(607.69 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 7 The sawmill framework for virtual memory diversity



Mohit Aron, Jochen Liedtke, Kevin Elphinstone, Yoonho Park, Trent Jaeger, Luke Deller

January 2001 **Australian Computer Science Communications , Proceedings of the 6th Australasian conference on Computer systems architecture ACSAC '01**, Volume 23 Issue 4

**Publisher:** IEEE Computer Society , IEEE Computer Society Press

Full text available:  pdf(778.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#)



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We present a framework that allows applications to build and customize VM services on the L4 microkernel. While the L4 microkernel's abstractions are quite powerful, using these abstractions effectively requires higher-level paradigms. We propose the dataspace paradigm which provides a modular VM framework. The modularity introduced by the dataspace paradigm facilitates implementation and permits dynamic configurability. Initial performance results from a prototype are promising.


#### 8 Client-server computing in mobile environments



Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

**Publisher:** ACM Press

Full text available:  [pdf\(233.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

**Keywords:** application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application


## 9 Decoupled hardware support for distributed shared memory



Steven K. Reinhardt, Robert W. Pfile, David A. Wood

May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture ISCA '96**, Volume 24 Issue 2

**Publisher:** ACM Press

Full text available:  [pdf\(1.47 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper investigates hardware support for fine-grain distributed shared memory (DSM) in networks of workstations. To reduce design time and implementation cost relative to dedicated DSM systems, we decouple the functional hardware components of DSM support, allowing greater use of off-the-shelf devices. We present two decoupled systems, Typhoon-0 and Typhoon-1. Typhoon-0 uses an off-the-shelf protocol processor and network interface; a custom access control device is the only DSM-specific hard ...

## 10 StarT-Voyager: a flexible platform for exploring scalable SMP issues

Boon S. Ang, Derek Chiou, Daniel L. Rosenband, Mike Ehrlich, Larry Rudolph, Arvind  
November 1998 **Proceedings of the 1998 ACM/IEEE conference on Supercomputing (CDROM)**

**Publisher:** IEEE Computer Society

Full text available:  [html\(49.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper describes StarT-Voyager, a machine designed as an experimental platform for research in cluster system communication. The heart of StarT-Voyager is a network interface unit (NIU) that connects the memory bus of a PowerPC-based SMP to the MIT Arctic network. The NIU is highly flexible, with its set of functions easily modified by firmware or by programmable hardware, making it possible to compare different communication interfaces and implementation strategies on a common platform. Its ...

**Keywords:** configurable hardware, flexible, message passing, network interface unit, parallel systems, shared memory

## 11 System support for pervasive applications



Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall

November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(1.82 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will


dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

**Keywords:** Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

## 12 Interworking between Digital European Cordless Telecommunications and a distributed packet switch

Sudarshan Rao, David J. Goodman, Gregory P. Pollini, Kathleen S. Meier-Hellstern  
February 1995 **Wireless Networks**, Volume 1 Issue 1

**Publisher:** Kluwer Academic Publishers

Full text available:  [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Digital European Cordless Telecommunications (DECT) standard specifies an air interface. DECT requires an external infrastructure to transfer information between wireless terminals, and to transfer information between a wireless terminal and a fixed network. The Public Switched Telephone Network, the GSM Cellular Network, Private Branch Exchanges and mobile data networks are all under investigation as DECT backbone networks. In this paper we look to the future and describe interworking ...

## 13 A pipelined, multiprocessor architecture for a connectionless server for broadband ISDN

Daniel S. Omundsen, A. Roger Kaye, Samy A. Mahmoud  
April 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 2

**Publisher:** IEEE Press


Full text available:  [pdf\(1.21 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 14 Design challenges of virtual networks: fast, general-purpose communication



Alan M. Mainwaring, David E. Culler  
May 1999 **ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN symposium on Principles and practice of parallel programming PPOPP '99**, Volume 34 Issue 8

**Publisher:** ACM Press

Full text available:  [pdf\(1.57 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Virtual networks provide applications with the illusion of having their own dedicated, high-performance networks, although network interfaces possess limited, shared resources. We present the design of a large-scale virtual network system and examine the integration of communication programming interface, system resource management, and network interface operation. Our implementation on a cluster of 100 workstations quantifies the impact of virtualization on small message latencies and throughput ...

**Keywords:** application programming interfaces, direct network access, high-performance clusters, protocol architecture and implementation, system resource management, virtual networks

## 15 Scheduler activations: effective kernel support for the user-level management of parallelism



Thomas E. Anderson, Brian N. Bershad, Edward D. Lazowska, Henry M. Levy  
February 1992 **ACM Transactions on Computer Systems (TOCS)**, Volume 10 Issue 1

**Publisher:** ACM Press

Full text available: pdf(2.04 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Threads are the vehicle for concurrency in many approaches to parallel programming. Threads can be supported either by the operating system kernel or by user-level library code in the application address space, but neither approach has been fully satisfactory. This paper addresses this dilemma. First, we argue that the performance of kernel threads is inherently worse than that of user-level threads, rather than this being an artifact of existing ...

**Keywords:** multiprocessor, thread

# 16 Hive: fault containment for shared-memory multiprocessors



J. Chapin, M. Rosenblum, S. Devine, T. Lahiri, D. Teodosiu, A. Gupta  
December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

**Publisher:** ACM Press

Full text available: pdf(1.90 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

# 17 The performance of $\mu$ -kernel-based systems



Hermann Härtig, Michael Hohmuth, Jochen Liedtke, Sebastian Schönberg  
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5

**Publisher:** ACM Press

Full text available: pdf(2.02 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

# 18 Distributed file systems: concepts and examples



Eliezer Levy, Abraham Silberschatz  
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

**Publisher:** ACM Press

Full text available: pdf(5.33 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

# 19 Scheduler activations: effective kernel support for the user-level management of parallelism



Thomas E. Anderson, Brian N. Bershad, Edward D. Lazowska, Henry M. Levy  
September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles SOSP '91**, Volume 25 Issue 5

**Publisher:** ACM Press

Full text available:  pdf(1.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

*Threads* are the vehicle for concurrency in many approaches to parallel programming. Threads separate the notion of a sequential execution stream from the other aspects of traditional UNIX-like processes, such as address spaces and I/O descriptors. The objective of this separation is to make the expression and control of parallelism sufficiently cheap that the programmer or compiler can exploit even fine-grained parallelism with acceptable overhead. Threads can be supported either by the op ...

## 20 [Deterministic replay of Java multithreaded applications](#)



Jong-Deok Choi, Harini Srinivasan

August 1998 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

**Publisher:** ACM Press

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